



# Installing Arduino Mega ADK drivers for Arduino 0022

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## TOOLS:

- [Arduino Mega ADK \(1\)](#)
- [Computer running Windows, OSX or Linux \(1\)](#)
- [Internet connection \(1\)](#)
- [USB A to B cable \(1\)](#)

## SUMMARY

If you are trying to load a sketch onto your Arduino Mega ADK you may notice in the Arduino 0022 IDE that there is no option for this board. This guide will cover extremely quickly how to install the drivers, provided by Arduino, to make your Arduino Mega ADK programmable from the IDE.

## Step 1 — Download the software.

**Download the Arduino Software**

The open-source Arduino environment makes it easy to write code and upload it to the I/O board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing, avr-gcc, and other open source software.

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**Downloads**

Arduino 0022 (release notes), hosted by Google Code:

- + Windows
- + Mac OS X
- + Linux: 32 bit, 64 bit
- + source

Also available from Arduino.cc: [Windows](#), [Mac OS X](#), [Linux \(32bit\)](#) (64bit), [Source](#)

**Source Code**

The source code to the Arduino software is hosted by GitHub. See the instructions for [building the code](#).

The ADK contains a trace that can be cut to disable the auto-reset. The pads on either side of the trace can be soldered together to re-enable it. It's labeled "RESET-EN". You may also be able to disable the auto-reset by connecting a 110 ohm resistor from 5V to the reset line; see [this forum thread](#) for details.

**USB Overcurrent Protection**

The Arduino ADK has a resettable polyfuse that protects your computer's USB ports from shorts and overcurrent. Although most computers provide their own internal protection, the fuse provides an extra layer of protection. If more than 500 mA is applied to the USB port, the fuse will automatically break the connection until the short or overload is removed.

**Physical Characteristics and Shield Compatibility**

The maximum length and width of the ADK PCB are 4 and 2.1 inches respectively, with the USB connector and power jack extending beyond the former dimension. Three screw holes allow the board to be attached to a surface or case. Note that the distance between digital pins 7 and 8 is 160 mil (0.16"), not an even multiple of the 100 mil spacing of the other pins.

The ADK is designed to be compatible with most shields designed for the Uno, Diecimila or Duemilanove. Digital pins 0 to 13 (and the adjacent AREF and GND pins), analog inputs 0 to 5, the power header, and ICSF header are all in equivalent locations. Further the main UART (serial port) is located on the same pins (0 and 1), as are external interrupts 0 and 1 (pins 2 and 3 respectively). SPI is available through the ICSF header on both the ADK and Duemilanove / Diecimila. Please note that I<sup>2</sup>C is not located on the same pins on the ADK (20 and 21) as the Duemilanove / Diecimila (analog inputs 4 and 5).

**Drivers & Setup**

With this board you need to change the boards.txt file in your Arduino directory (find it in: Arduino>xxx->hardware->arduino) with this updated version that include also the Mega ADK board: [boards.txt](#)

Windows users in order to get working the board need a .inf file for this specific product: [Arduino\\_ADK.zip](#)

For installation follow the same procedure on [how install an UNO board on your computer](#).

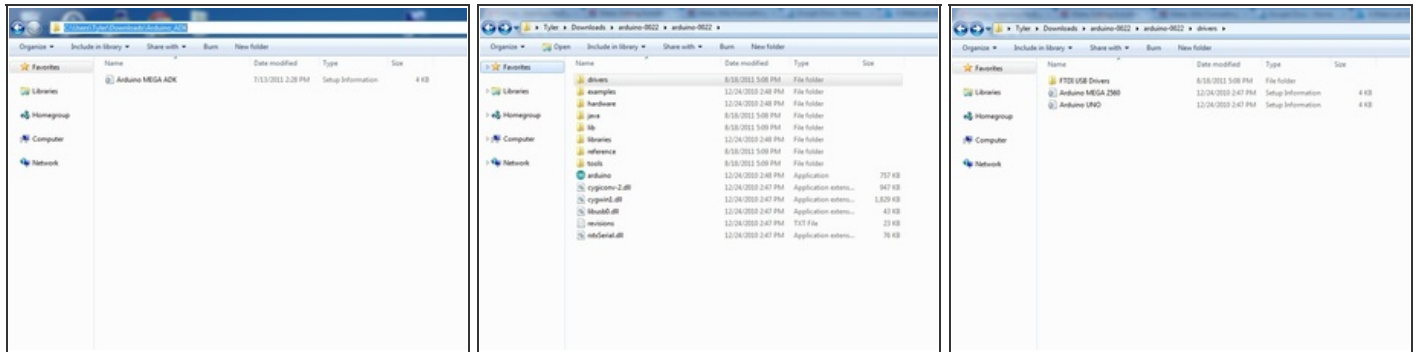
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- Go to [Arduino Software downloads page](#) to download the latest version of their IDE, 0022.
- Pick the correct distribution for your operating system.
- Now head over to the [Arduino Mega ADK information page](#) to download the [drivers](#) and [updated board.txt file](#).

## Step 2 — Install the software.

- Unpack your distribution of the Arduino Integrated Development Environment, or IDE for short. Inside the unpacked Arduino IDE should be a folder labeled "arduino-0022". Inside that folder there should be a bunch of other folders as seen in the screenshot.
- The board selection screen that is shown is fresh from the install. The Arduino Mega ADK is not currently a selection, but we are going to fix that.


## Step 3 — Install the drivers.



- Unpack the Arduino\_ADK.zip, and there should be a file labeled, Arduino MEGA ADK.inf. This is the driver file that is needed to allow the computer to talk with the microcontroller.
- To move it into the correct folder first copy the Arduino MEGA ADK.inf file. After that navigate into the drivers folder of the Arduino IDE installation and paste the file there. This location can be found at the arduino-0022 folder we were just in. The general path would be "location unzipped"/arduino-0022/drivers".
- This will depend on the operating system and the location in which the file was unzipped.



## Step 4



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### Getting Started with Arduino

**Introduction:** What Arduino is and why you'd want to use it.

Installation: Step-by-step instructions for setting up the Arduino software and connecting it to an Arduino Uno, Mega2560, Duemilanove, Mega, or Diecimila.

- ✦ Windows
- ✦ Mac OS X
- ✦ Linux (on the playground wiki)

**Environment:** Description of the Arduino development environment.

**Troubleshooting:** Advice on what to do if things don't work.

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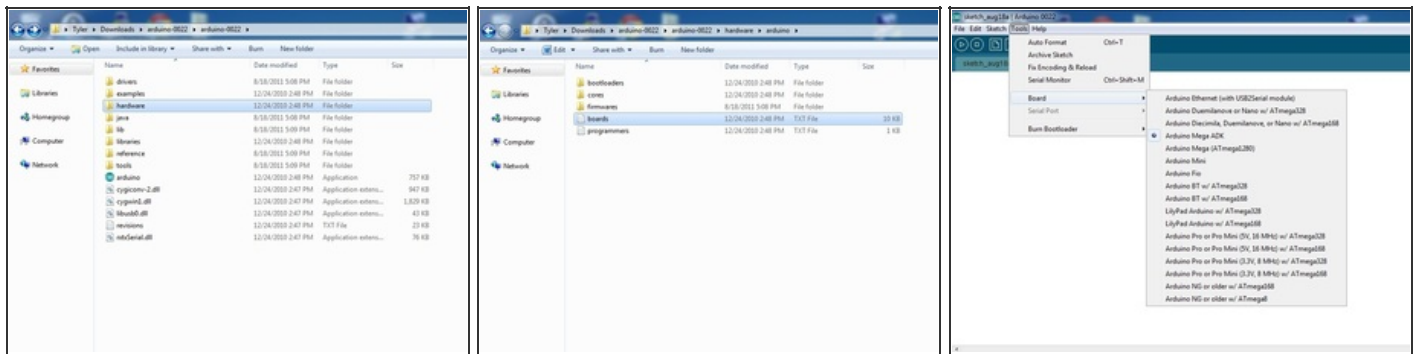
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Instructions for other boards:

- ✦ [Arduino Nano](#)
- ✦ [Arduino Mini](#)
- ✦ [Arduino ET](#)
- ✦ [LilyPad Arduino](#)
- ✦ [Arduino Fio](#)
- ✦ [Arduino Pro](#)
- ✦ [Arduino Pro Mini](#)
- ✦ [Xbee shield](#)
- ✦ [Ethernet shield](#)

- Plug the Arduino Mega ADK into your computer and the drivers should automatically install at this point.
- If the drivers do not install automatically please visit the [Getting Started with Arduino homepage](#) for detailed guides per operating system on how to get the board to find its drivers.

## Step 5 — Replace the board.txt file.



- Our final step is to replace the original board.txt file with the new file that was downloaded in Step 1. This file needs to go into the /arduino-0022/hardware/arduino/ folder. Just paste it over the file that is already in this folder.
- Restart your Arduino IDE if it was running while you were making these changes to the program. Once it is back up select Tools, then Boards, and you should have the Arduino Mega ADK as an option.

At this point you should be able to load any sketch you want onto your Arduino Mega ADK board. Now go out and start making awesome Arduino-based projects!

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